

Invited Papers

Capps, M., McDowell, P., & Zyda, M. (2001) "A Future for Entertainment-Defense Research Collaboration." IEEE Computer Graphics & Applications, January/February 2001.

Invited Presentations

Capps, M., Bernier, Y., Bleszinski, C., and Schell, J. "Gaming Techniques for Building Compelling Virtual Worlds". SIGGRAPH 2001 tutorial, Los Angeles, CA, July 2001.

Capps, M., Morie, J., Stapleton, C., & Zyda, M. (2001) "The Future of Networked Interactive Entertainment." Panel held at Virtual Systems and Multimedia 2001, Berkeley, CA, October 2001.

Capps, M., Hiles, J. (2000, 2001) "The Army Game Project." Presented to Honorable Dr. White, Secretary of the Army. Monterey, CA, September 2001. Multiple presentations also made to Honorable P.T. Henry, Assistant Secretary of the Army; Honorable John McLaurin, Deputy Assistant Secretary of the Army; and MG George Cavin, Commanding General of US Army Recruiting Command.

Capps, M. (2001) "Defense-Entertainment Collaboration at the MOVES Institute." Presentation for MOVES Open House, Monterey, CA, September 2001.

Grants Awarded

Principal Investigator. "Context Machine – A Device to Determine Context from Symbolic Inputs." DARPA Augmented Cognition program. 2001 – 2004. \$1,278,603.

Continuing Grants

Principal Investigator. "Army Game Project." Office of the Assistant Secretary of the Army for Manpower and Reserve Affairs. 5/2000-9/2005. \$12,800,000.

Principal Investigator. "Commercial Game Engines for Army Simulation and Training." Office of the Assistant Secretary of the Army for Manpower and Reserve Affairs. 5/2000 – 9/2005. \$1,500,000.

Principal Investigator. "Software Framework for Large-Scale Virtual Environments Supporting Situated Cognitive Agents." Center for Reconnaissance Research. 12/2000 - 9/2001. \$108,524.